L.A. Land Monopoly™

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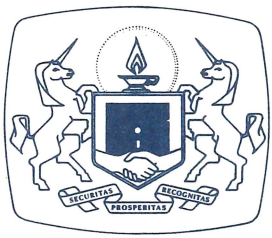

The Software Guild

SYSTEM REQUIREMENTS

Apple® II, II+ or Franklin Ace™ 1000 • 48K RAM
Applesoft • One Disk Drive

PACKAGE CONTENTS

L.A. Land Monopoly Diskette
Instruction Booklet
Warranty Card

OVERVIEW

The object of L.A. Land Monopoly is to become the richest player in the game in terms of total assets — cash, property, and buildings — and to drive all of your opponents into bankruptcy. This can be accomplished by buying, selling, renting and trading properties in the most profitable way.

The computer acts as banker. The bank pays salaries and bonuses, sells and auctions properties, loans money on mortgages and sells houses and hotels to the players. The bank also collects all taxes, fines, loans and interest.

IMPORTANT TIPS

Handle your diskettes carefully, and store them in their special jackets when not in use.

Do make sure the shift lock light is lit if running this program on the Franklin Ace. This program recognizes only capital letters.

Do not press <CTRL-C> while the program is running. Results are unpredictable and damage to your program may result.

Do not open the disk drive door while the "in-use" light is on. This may damage your diskette and render it unusable.

Do not try to make a copy of this disk. If during normal use something goes wrong with your diskette, please refer to the Troubleshooting section of this manual.

WARRANTY CARD

Please take a moment to complete and mail the enclosed Warranty Card. By having your name on file we will be able to provide better customer service, including information on program updates and replacement of damaged diskettes.

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The Software Guild is a trademark of The Software Guild, Inc.
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I. Preliminaries

Congratulations, you have purchased one of many fine games available from Softsmith. If you enjoy playing L.A. Land Monopoly take a look at our catalog. We have a wide variety of games from which to choose.

GETTING STARTED

To get started with L.A. Land Monopoly simply follow these steps (this is called "booting"):

1. Make sure the power switch on the rear left of the computer is in the off position.

2. Open the disk drive door by pulling out and up on its bottom edge. Slip the diskette into drive #1 with your right thumb on the diskette's label. (The label will be up and will be the last edge of the diskette to enter the drive.)

3. When the diskette is entirely in the drive, close the drive door.

4. Turn the power switch to the on position. You will hear a "beep" from the computer and the "in-use" light on the disk drive will come on. This means that the program is loading.

You will now see the Softsmith™ logo page and L.A. Land Monopoly title page appear on the screen. If you don't, please try turning your computer off briefly, and then on again.

KEYBOARD CONTROLS

<Y>	yes
<N>	no (all letter keys other than <Y> will also be read as no)
<ESC>	switches the display to the text page which shows the entire status of the game

THE GAME BOARD

The playing board is a map of the properties and is displayed on the screen throughout the game. The properties consist of freeways, utilities and various streets or boulevards arranged by color group. Each property also has a number assigned to it. Because of space limitations on the board, the number is displayed instead of the name.

II. Playing Rules

Two to six people can play. The game begins with player one, whose token begins at the corner marked *START*. The computer automatically rolls the dice and moves the player's token clockwise the number of spaces indicated by the dice. Depending on where the token lands, the player may buy real estate or be obliged to pay rent, taxes, or draw a *LUCKY DRAW* or *CHARITY CASE* card. (Computer prompts are discussed in Chapter III.)

DOUBLES

When doubles are rolled, the player must roll the dice again and advance the required number of spaces. If a player throws doubles three times in succession, the token is immediately placed in prison, without passing *START*.

PASSING START

Each time a player's token lands on or passes *START*, the bank will pay the player a $200 salary. This salary is paid only once each time around the board. A player passing *START* on a dice roll may land on *LUCKY DRAW*, draw a card which says *ADVANCE TO START* and collect another $200 on that same turn.

PROPERTY SPACES

The following rules govern the acquisition and rent on property, freeways and utilities.

Acquisition

Whenever a player lands on an unowned property, the player has the option to buy that property from the Bank at its listed price. Upon purchase, the computer places a half size token on that property to indicate ownership. If a player does not wish to buy that property, it is sold at auction by the Bank to the highest bidder. Any player, including the player who declined purchase at the listed price, may bid. The winner of the auction should enter his/her player number and the purchase price as requested by the computer (see chapter III section "Player Names and Numbers").

Rent

When a player lands on a property owned by another player, rent is paid to the owner of that property. The amount of rent depends on the status of the property. No rent can be collected on a mortgaged property. The rent is doubled on unimproved properties (those with no buildings) if the owner owns all properties of the same color. Those properties with houses or hotels on them have higher rents according to the tables in the APPENDIX.

Freeway and Utilities

The rent on freeways also depends on the number of freeways owned: one Freeway — $25; two — $50; three — $100; and four — $200. The rent on utilities is four times the amount shown on the dice for one utility and ten times the amount shown on the dice for ownership of both utilities. If a player lands on a utility as the result of a *LUCKY DRAW* card, the dice are thrown again to determine the rent due.

Other Spaces

The playing board also includes non-property spaces that may require the player to draw a card, pay a fine, or receive a reward.

Total Worth Tax

When a player lands on *TOTAL WORTH TAX*, he/she has two options: 1) to pay $200 tax to the Bank, or 2) to pay 10 percent of his/her total worth to the Bank. The player's total worth is calculated as the cash on hand plus the listed price of all properties owned by the player,(mortgaged are 50 percent of list) plus the cost of all houses and hotels. It is a good idea to estimate one's total assets before answering 10 percent or $200. The computer will only accept the numbers 10 and 200.

Lucky Draw and Charity Cause

A player landing on either *LUCKY DRAW* or *CHARITY CAUSE* is dealt a card from the deck. These cards may move a player to another space on the board, fine or assess a player a monetary fee, or pay a player a cash sum. A ***GET OUT OF PRISON FREE*** card is also found in the deck. Each deck has sixteen cards. After all sixteen cards have been used the computer automatically reshuffles.

Parking

The *PARKING* square is normally a free resting spot. A player usually does not receive any reward for landing here. However, the players may elect in the options to have a bonus paid for landing on *PARKING*. All money normally paid to the BANK for fines, taxes or assessments, either from *LUCKY DRAW* and *CHARITY CAUSE* cards or from the two tax squares, are put in the jackpot. In addition, $500 is placed in the pot the first time only.

Prison

There are three ways a player can be sent to *PRISON*. The player may land on that space marked *GO TO PRISON*. The player may draw a card marked ***GO TO PRISON,*** or throw doubles three times in succession. The player is sent directly to *PRISON* regardless of where the token is. Therefore, the player cannot pass *START* and cannot collect $200 on his/her way to *PRISON*. Being sent to prison ends the player's turn.

It is possible to land on the *PRISON* space during the game. The player is "only visiting" in that case. There is no penalty and the player can move ahead in the usual way on the next turn.

A player can be released from *PRISON* in any of the following three ways. First, the player can use the ***GET OUT OF PRISON FREE*** card. Second, the player can roll doubles on any of the next three turns. If successful, the player immediately moves forward the spaces shown by the dice. If the player is not successful by the third roll, he/she must pay a $50 fine. The computer pays the fine automatically and advances the player's token the number of spaces shown on the dice. Third, the player can pay a $50 fine before rolling the dice. Upon paying, the player immediately moves forward the number of spaces shown by the dice.

TRADING OR SELLING PROPERTY

Trading property between the player whose turn it is and another player is accomplished by selling a property to that player for a token fee and then buying that player's property for the same token fee. The fee should be some number between $0.01 and $0.99. If there is money involved in the trade, transfer the money with the sale or purchase of the property.

BUYING HOUSES OR HOTELS

A player may buy houses or hotels from the Bank only after he/she owns all of the properties in a color group. The price paid for each house is $50 for properties 2 through 10; $100 for numbers 12 through 20; $150 for numbers 22 through 30; and $200 for numbers 32 through 40. A maximum of four houses may be erected on any one property. When a player has four houses on a property, a hotel may be erected for the cost of one additional house. The original houses are returned to the Bank. Only one hotel may be built on a property.

Bank Limits on Houses

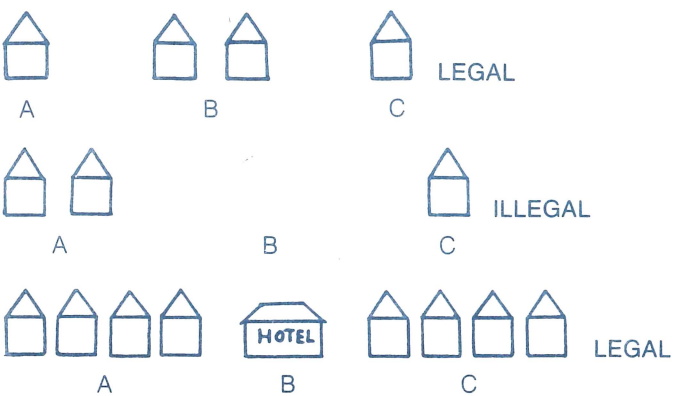
The bank starts with 32 houses and 12 hotels; these quantities are deliberate. As the game progresses it creates a housing shortage. A player may have to wait until another player turns in a building to continue developing property.

Property Development

Property must be developed evenly. This means that a player cannot erect more than one extra house on a property until the others in the monopoly have an equal number of houses.

This rule does not imply that players have to build houses one at a time until there are four houses on each property before buying a hotel. It is possible to buy hotels for all properties in the monopoly at the same time. All that is required is that the Bank has enough buildings to sell.

Example:



MORTGAGES

Houses and hotels can be sold back to the Bank to raise money. However, the bank only pays 50 percent of the selling price. The rule for developing property evenly still applies when selling buildings. Hotels can be exchanged for a number of houses if the bank has enough of them for sale, otherwise the hotel is sold without replacement. All hotels or any combination of houses on a monopoly can be sold at the same time as long as they follow the evenness rule.

Unimproved Properties

Unimproved properties can be mortgaged through the Bank at any time. The Bank will pay one half of the listed price in cash. No rent can be collected on mortgaged properties, but rent can be collected on unmortgaged properties in the same group. Before an improved property can be mortgaged, all the buildings on all the properties of the same color group must be sold back to the Bank at half price.

To lift the mortgage on a property, the owner must pay the Bank the amount of the mortgage plus 10 percent. When all properties of a color group are no longer mortgaged, the owner may begin buying back houses at the full price.

Selling Mortgaged Properties to Another Player

The player who mortgages a property retains possession of the property. No other player can gain possession by lifting the mortgage directly from the Bank without first buying it from the owner. The buyer pays an agreed price to the owner, and then the owner pays off the mortgage plus 10 percent. The computer will take care of these transactions automatically.

BANKRUPTCY

Bankruptcy occurs when a player is no longer able to pay another player or the Bank. Before declaring bankruptcy and exiting the game, a player must sell all of his/her property and buildings. The buildings are sold to the Bank at half price. If the debt is to another player, this money is then turned over to that player. Then the bankrupt player must sell all of the property to the creditor. If the player owes the Bank more in taxes or fines than he/she can pay, all of the property reverts to the Bank. Any player landing on these properties later in the game may buy them from the Bank at the listed price.

III. Interaction with the Computer

The computer acts as banker throughout the game. It also takes care of the mechanics of throwing the dice, advancing the tokens the required number of spaces around the board, and keeping track of all transactions between the players.

Press <Y> for "yes" or <N> for "no" to answer the computer's questions, unless otherwise indicated. (The computer will read any letter key other than <Y> as <N>.) Occasionally it will be necessary to press <RETURN> after completing your response.

SETTING UP THE GAME

After you have "booted" the disk, the computer will ask a series of questions to help you arrange your game. You may continue playing a previous game saved on the disk, begin a new game, or create your own by changing the place names and chance cards. You will also be asked about using common playing options that depart from the official rules.

The computer will ask the players for their names. These can be no longer than ten characters. The computer will keep track of each player's turn in the order in which the names were entered.

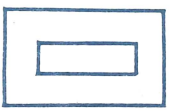
THE <ESC> KEY

The computer will switch to a display showing the entire status of the game when the <ESC> key is pressed in response to the question *ANY TRANSACTIONS?* This display gives the status of all properties, whether they are mortgaged, unowned or have buildings erected on them. It also gives a summary of each player's cash holdings, the amount of money in the *PARKING* pot, and the number of houses and hotels available for purchase from the bank. The computer will show who owns a property by printing the player's number.

PLAYER NAMES AND NUMBERS

Players' numbers correspond to the order in which players entered their names at the beginning of the game. The computer uses these numbers to keep track of transactions. It will, however, use your names at the beginning of each person's turn. If you forget your number, refer to the picture of the counters below:

PLAYER COUNTERS



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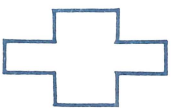

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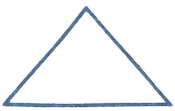

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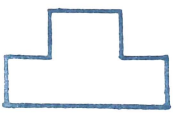

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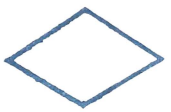

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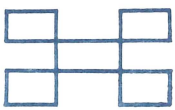

#6

TRANSACTIONS

When a player's token lands on a space, the computer will ask a series of questions appropriate to that space. For any situation other than buying a property, the computer will automatically move the token, pay the fine, etc. Then it will ask the question *ANY TRANSACTIONS?*

Buying Property

If you land on an unowned property, the computer will ask if you want to buy it. If you do, answer <Y> and the computer will automatically pay the bank and place a half-sized token on the property. If not, answer <N> and the computer will put the property up for public auction. When you have decided on the winner and the purchase price, enter the winner's number and the purchase price. To abort the sale, enter $0 and the computer will continue on to the next step, *ANY TRANSACTIONS?*

ANY TRANSACTIONS? Series

The commands for the questions in this section are <Y> or <N>. If you respond with <N> to a question, the computer will move on to the next question. An <N> response to ***ANY TRANSACTIONS?*** will make the computer skip the transactions series and move on to ***NEXT PLAYER?*** (see Chapter III section NEXT PLAYER for more information). If you press <Y>, the computer will ask the following series of questions (the series cannot be interrupted once it is begun):

ANY SALES? If you want to make a sale, enter the block number, buyer number and the selling price (remember, an entry of $0 will abort the sale and the computer will move on to the next question).

ANY PURCHASES? If you want to buy a property, enter the block number, seller number and purchase price.

ANY MORTGAGES? Enter only the block number. (Remember that a property with buildings on it cannot be mortgaged. If you should try to mortgage a property with buildings, the computer will inform you of this rule and then ask you if you want to ***SELL ANY HOUSES OR HOTELS?***)

ANY MORTGAGES PAID? Enter the block number of the property you wish to pay off. The computer will automatically charge you 10 percent interest in addition to the amount mortgaged.

BUY ANY HOUSES OR HOTELS? Enter all three properties in a land monopoly regardless if you want to build houses on all lots. For example, if you want to add houses on two of the properties in a three property monopoly, you must enter 0,0,0 for the third property:

BLOCK #? 38	*# OF HOUSES? 2*	*# OF HOTELS 0*
BLOCK #? 40	*# OF HOUSES? 1*	*# OF HOTELS 0*
BLOCK #? 00	*# OF HOUSES? 0*	*# OF HOTELS 0*

The above example is for Wilshire and Rodeo Drive. It is a two property monopoly. Two houses were purchased for Wilshire and one for Rodeo. The computer checks to see if the purchase is legal. Assuming hotels were purchased for both lots on a later turn, the computer would figure the hotel as an equivalent of 5 houses and charge the difference of 3 houses on Wilshire and 4 on Rodeo.

SELL ANY HOUSES OR HOTELS? The computer will ask, *DO YOU WANT TO REPLACE A HOTEL WITH HOUSES?* This allows you to sell a hotel and buy up to four houses as replacements. This is usually done if you need money (Remember that houses must be available from the bank as replacements, and that property must remain evenly developed during the sale.):

BLOCK #? 38 *# OF HOUSES? 4* *# OF HOTELS 1*
BLOCK #? 40 *# OF HOUSES? 0* *# OF HOTELS 1*
BLOCK #? 00 *# OF HOUSES? 0* *# OF HOTELS 0*

In the above example, a hotel is sold and replaced by four houses on Wilshire Blvd. The bank buys houses and hotels back at half price. In this case you would only receive the difference, a cash sum of $100, because houses cost $200 for this monopoly.

Answering <N> to *SELL ANY HOUSES OR HOTELS?* allows you to sell houses or hotels to other players.

NEXT PLAYER?

The commands for this question are <Y>, <N>, <Q>, and <S>. This question asks if you are finished with your turn. <Y> will go on to the next player and roll the dice. <N> will return to *ANY TRANSACTIONS?* <Q> allows the player to quit the game. All of your properties will revert back to the bank for resale. All property markers and information concerning your transactions will be erased. If the quitting player owes rent to another player, the other player is paid by the Bank. The remaining players' numbers will not change. For example, if the second player quits, the third player is still player number three.

SAVING A GAME

The final command, <S>,saves the game. It can be used any time during the game, but will delete any previously saved game. It is possible to save the game every half hour if you are worried about a power failure.

IV. Troubleshooting

Refer to this section if your new L.A. Land Monopoly program does not work properly.

The program never starts, or dies soon after starting.

- Check the instructions for getting started. Try them again, following all the steps exactly.

- Check to see that you have the diskette in disk drive #1, and that this drive is in slot #6.

- Make sure you have all the equipment necessary to run this program, and that it is properly connected. See the front page of this booklet for a list of necessary equipment.

- Make sure your disk drive is working properly. Try another diskette which you know to be good. If it also does not start properly, stop the computer immediately, and disconnect the drive. Do not use the drive again until it is checked, or it may damage other diskettes.

Your disk becomes damaged.

Given normal use, it should not be possible to damage your diskette. Should your diskette become damaged, please send it to us at the address below, together with a short description of the problem. The Software Guild℠ will replace your disk promptly, per provisions in the warranty.

Other problems.

If you have problems with your program, please contact the dealer where you purchased the software. They have the experience and service network to assist you.

The objective of the Software Guild is to provide the highest quality software products available. In order to improve our products wherever possible, we are happy to receive comments, criticism or praise. Write to us at:

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Customer Service
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APPENDIX

	Purchase Price	Rent	Mono-poly	W/1 House	W/2 Houses	W/3 Houses	W/4 Houses	With Hotel
Alvarado St.	60	$2	4	10	30	90	160	250
Figueroa St.	60	$4	8	20	60	180	320	450
Victory Blvd.	100	$6	12	30	90	270	400	550
Van Nuys Blvd.	100	$6	12	30	90	270	400	550
Ventura Blvd.	120	$8	16	40	100	300	450	600

RETURN ON INVESTMENT

	Mortgage Rate	Undeveloped	W/1 House	W/2 Houses	W/3 Houses	W/4 Houses	With Hotel
Alvarado St.	30	3.3%	4.5%	9.3%	21.4%	30.7%	40.3%
Figueroa St.	30	4.0%	9.0%	18.7%	42.8%	61.5%	72.6%
Victory Blvd.	50	3.7%	6.3%	14.5%	35.0%	43.5%	51.4%
Van Nuys Blvd.	50	3.7%	6.3%	14.5%	35.0%	43.5%	51.4%
Ventura Blvd.	60	5.0%	8.5%	16.1%	38.9%	48.9%	56.0%

Return on investment is calculated as Rental income/Cost to develop property evenly (ex. 3 houses on each of three properties).

	Purchase Price	Rent	Mono-poly	W/1 House	W/2 Houses	W/3 Houses	W/4 Houses	With Hotel
Gayley Ave.	140	$10	20	50	150	450	625	750
Hilgard Ave.	140	$10	20	50	150	450	625	750
Westwood Blvd.	160	$12	24	60	180	500	700	900
Melrose Ave.	180	$14	28	70	200	550	750	950
La Cienega Bl.	180	$14	28	70	200	550	750	950
Hollywood Bl.	200	$16	32	80	220	600	800	1000

RETURN ON INVESTMENT

	Mortgage Rate	Undeveloped	W/1 House	W/2 Houses	W/3 Houses	W/4 Houses	With Hotel
Gayley Ave.	70	4.5%	6.7%	14.4%	33.6%	38.1%	38.6%
Hilgard Ave.	70	4.5%	6.7%	14.4%	33.6%	38.1%	38.6%
Westwood Blvd.	80	5.4%	8.1%	17.3%	37.3%	42.7%	46.4%
Melrose Ave.	90	5.0%	8.1%	17.2%	37.6%	42.6%	46.1%
La Cienega Bl.	90	5.0%	8.1%	17.2%	37.6%	42.6%	46.1%
Hollywood Blvd.	100	5.7%	9.3%	19.0%	41.0%	45.4%	48.5%

	Purchase Price	Rent	Mono-poly	W/1 House	W/2 Houses	W/3 Houses	W/4 Houses	With Hotel
Windward Ave.	220	$18	36	90	250	700	875	1050
Grand Canal	220	$18	36	90	250	700	875	1050
Ocean Front Wk.	240	$20	40	100	300	750	925	1100
Pacific Cst. Hwy.	260	$22	44	110	330	800	975	1150
Balboa Island	260	$22	44	110	330	800	975	1150
Newport Bch. Bl.	280	$24	48	120	360	850	1025	1200

RETURN ON INVESTMENT

	Mortgage Rate	Undeveloped	W/1 House	W/2 Houses	W/3 Houses	W/4 Houses	With Hotel
Windward Ave.	110	5.3%	7.9%	15.8%	34.5%	35.3%	35.8%
Grand Canal	110	5.3%	7.9%	15.8%	34.5%	35.3%	35.8%
Ocean Front Wk.	120	5.9%	8.8%	18.9%	36.9%	37.9%	37.5%
Pacific Cst. Hwy.	130	5.5%	8.8%	19.4%	37.2%	37.5%	37.7%
Balboa Island	130	5.5%	8.8%	19.4%	37.2%	37.5%	37.7%
Newport Bch. Bl.	140	6.0%	9.6%	21.2%	39.5%	39.4%	39.3%

	Purchase Price	Rent	Mono-poly	W/1 House	W/2 Houses	W/3 Houses	W/4 Houses	With Hotel
Sunset Blvd.	300	$26	52	130	390	900	1100	1275
Benedict Cyn.	300	$26	52	130	390	900	1100	1275
Bel Air Road	320	$28	56	150	450	1000	1200	1400
Wilshire Blvd.	350	$35	70	175	500	1100	1300	1500
Rodeo Drive	400	$50	100	200	600	1400	1700	2000

RETURN ON INVESTMENT

	Mortgage Rate	Undeveloped	W/1 House	W/2 Houses	W/3 Houses	W/4 Houses	With Hotel
Sunset Blvd.	150	5.6%	8.5%	18.4%	33.1%	33.1%	32.5%
Benedict Cyn.	150	5.6%	8.5%	18.4%	33.1%	33.1%	32.5%
Bel Air Road	160	6.1%	9.8%	21.2%	36.7%	36.1%	35.7%
Wilshire Blvd.	175	9.3%	15.2%	32.2%	56.4%	55.3%	54.5%
Rodeo Drive	200	13.3%	17.3%	38.7%	71.8%	72.3%	72.7%

PROPERTY DESIRABILITY INDEX

	1 House	2 Houses	3 Houses	4 Houses	1 Hotel
Dr. Red	.328	.676	1.547	2.220	2.720
Blue	.546	1.158	2.799	3.487	4.078
Lavender	.713	1.308	2.958	3.367	3.505
Pink	.842	1.758	3.833	4.299	4.627
Orange	.804	1.647	3.432	3.494	3.537
Yellow	.805	1.777	3.375	3.390	3.399
Green	.782	1.683	2.988	2.974	2.926
Violet	.884	1.930	3.494	3.529	3.476

The property desirability index shows a combination of the probability of landing on the properties of each color group coupled with the percentage of return on investment. It enables one to compare the value of developing particular color groups and to what level each group will return the maximum profit on investment.